



**CASH-BASH**

Music by  
Matt  
Grey

COMMODORE  
64/128

**FRUIT MACHINE**  
Simulator

# FRUIT MACHINE Simulator

COMMODORE  
64/128



**NEW  
RELEASE**



1047

The first real  
Fruit Machine  
Simulator  
including: Cash  
Box, Nudge Box  
(with Compu-Nudge  
and Nudge Bank),  
Skill Climb, Winning  
Streak, Cash  
Gamble, Holds and  
Mega-Holds, Skill  
Chances and Party  
Time Meter!



ACTUAL  
C64  
SCREEN SHOTS

JUST LIKE  
THE REAL  
THING

## REEL LAYOUTS

|          |          |          |
|----------|----------|----------|
| Cherry 1 | Cherry 3 | Cherry 2 |
| GFI      | Apple 1  | Lemon 1  |
| Apple 3  | Lemon 1  | Bell 3   |
| Cherry ? | Bell 2   | Cherry 1 |
| Lemon ?  | Cherry 1 | Bell 1   |
| Cherry 1 | TIME     | Lemon 2  |
| Apple 3  | Apple 1  | Cherry 1 |
| Lemon 1  | Bell 3   | Lemon 1  |
| Apple 1  | Cherry 3 | Apple 1  |
| Melon 2  | Lemon 3  | GFI 3    |
| Apple 2  | Cherry 3 | Bell 2   |
| Lemon 2  | Apple 3  | Cherry 2 |
| Cherry 2 | Melon 1  | Bell 1   |
| Apple 3  | Cherry 2 | Lemon 1  |
| Bell 3   | Lemon 2  | Bell 1   |
| Cherry 3 | Apple ?  | Melon 3  |
| Lemon 2  | Lemon ?  | Cherry 3 |
| Bell 1   | Cherry 2 | Apple ?  |
| Lemon 1  | Lemon ?  | Bell ?   |

ALL THE FUN  
WITHOUT THE  
COST!

LOADING (C128 users select C64 mode)

Type **LOAD** press **RETURN**

# NOT TO BE MISSED . . .

Here is what the reviewers said about some of our other games available for the COMMODORE . . .



## GRAND PRIX SIM

'A brilliant game. And its budget. 20/20 . . . A must for all budding speed fiends.' — Amstrad User Magazine



## RED MAX

'Red Max is yet another highly addictive budget game that drives you back for another game, again and again' — Your Commodore



## THUNDERBOLT

'The graphics are great, the colour and detail good, animation and scrolling brilliant and the game pace very rapid indeed.' — CTW



## BMX SIMULATOR

'BMX simulator, from Codemasters, is in a class of its own with compulsive gameplay, a great soundtrack and smart, shaded graphics.' — C & VG



## ARMOURDILLO

'Yet another well produced and playable shoot-em-up entitled Armourdillo.' **Playability 8**  
**Value 8**  
— CTW



## LASER FORCE

'Great graphics, detail and music ensure maximum visual appeal while thoughtful gameplay will keep you coming back for more.' **PLAYABILITY 9**  
**VALUES 9**  
— CTW

Each player is limited to putting in 1.20 per turn.

### SETTING UP THE GAME

At the start of a game type the number of players, then press RETURN. Then Select the type of game by typing a number followed by RETURN. If you select option two you will be asked to enter a win limit, if a player reaches this limit he will have won the game.

Then you will be asked to type the names of each player, followed by RETURN.

### TO PLAY THE GAME

Use the keyboard or a Joystick in Port 1.

JOYSTICK FIRE or SPACE – Enter coin

JOYSTICK DOWN or RETURN – Start game  
(when enough coins have been entered)

JOYSTICK LEFT or SHIFT (left key) – Move hand left

JOYSTICK RIGHT or X – Move hand right

JOYSTICK FIRE or V – Enter coin/push button

RUN/STOP – Cancel

S – Show Status panel of players current money info.

N – Auto Nudge

Tap R to quit and start a new game

Use left and right to move the hand over the buttons and use fire to press the button. You can only press the buttons which are flashing.

### WIN VALUE

REEL 1 AND 2 ALL 3 REELS

|                |                  |        |
|----------------|------------------|--------|
| Cherries       | 20p              | 40p    |
| Lemons         | 20p              | 40p    |
| Apples         | 30p              | £1.00  |
| GFI-Go For It! | 30p*             | £1.00* |
| Bells          | 30p              | £1.50  |
| Party Time     | Party Time Meter | £3.00  |
| Melons         | 80p              | £5.00  |

**\*Wins in any position, not just win line.**



### Istruzioni

All'inizio del gioco batti il numero di giocatori, quindi premi RETURN. Seleziona il tipo di gioco battendo un numero seguito da RETURN. Se selezioni l'opzione due ti verrà chiesto di introdurre un tetto di vincita, se il giocatore raggiunge quel tetto, avrà vinto il gioco.

Alla fine introduci, digitandoli, i nomi di ogni giocatore, seguito da RETURN.

### Come Giocare

Tastiera o joystick in porto 1.

|   | <b>Tastiera</b> | <b>Joystick</b> |
|---|-----------------|-----------------|
| Muovi mano a sinistra                                 | SHIFT           | SINISTRA        |
| Muovi mano a destra                                   | X               | DESTRA          |
| Inserisci moneta/<br>premi il bottone                 | V               | FUOCO           |
| Inizia il gioco                                       | RETURN          | GIU'            |
| (Quando hai inserito un numero sufficiente di monete) |                 |                 |
| RUN/STOP – Cancella                                   |                 |                 |
| S – Per vedere lo stato del gioco                     |                 |                 |
| N – Gioco automatico                                  |                 |                 |





Geben Sie bei jedem Spielstart die Anzahl der Mitspieler ein und drücken Sie dann die RETURN – Taste.

Wählen Sie dann die Art des Spiels aus, indem Sie die entsprechende Zahl eingeben.

Wenn Sie Option 2 wählen, müssen Sie eine Gewinngrenze festlegen. Falls ein Spieler dieses Limit erreicht, hat er das Spiel gewonnen.

Geben Sie nun die Namen der einzelnen Spieler (jeweils gefolgt von RETURN) ein.

#### Das Spiel

Joystick links oder

SHIFT

Hand nach links bewegen

Joystick rechts oder X

Hand nach rechts bewegen

Feuerknopf oder oder

Münze einwerfen und Knopf

V

drücken

Joystick nach unten oder

Spiel starten (nachdem

RETURN

genügend Münzen

eingeworfen worden sind

RUN/STOP

Abbruch

S

Statusbericht über die

einzelnen Spieler mit

aktuellem Geld-Info

automatischer 'Nudge'

N



Al inicio del juego, teclee el número de jugadores, luego pulse RETORNO. A continuación seleccione el tipo de juego tecleando un número seguido de RETORNO. Si selecciona la opción dos se la pedirá que introduzca un límite de ganancia. El jugador que alcance este límite habrá ganado el juego.

Luego ar le pedirá que teclee el nombre de cada jugador, seguido de RETORNO.

Use el teclado o un 'joystick' en la vía de acceso 1.

Joystick Izquierda

SHIFT

Mueve la mano a la

izquierda

Joystick Derecha

X

Mueve la mano a la

derecha

Joystick Disparo

v

Introduce moneda/

pulsa botón

Joystick down

RETORNO

Inicia el juego (una

vez intro-introducidas

monedas suficientes)

These are other Codemasters games  
available for the COMMODORE C64/C128

#### SIMULATORS

BMX Simulator

Grand Prix Simulator

Fruit Machine Simulator

#### ARCADE ACTION

Terra Cognita

Super G Man

Red Max

Armourdillo

Thunderbolt

Cosmonut

Lazer Force

#### PLATFORM/

ACTION

Vampire

Super Robin

Hood

Mr Angry

#### ADVENTURE

Necris Dome

#### GAMES

DESIGNER

Creations

### YOU COULD WRITE FOR CODEMASTERS

Codemasters excellence is a result of  
utilizing the best games programmers there  
are. The best programmers deserve the best  
rewards. If you are good enough to program  
for us then write to David Darling now, you  
won't regret it.

Code Masters, P.O. Box 200,  
Banbury, Oxon OX16 7GA



54532768

Game Concept \_\_\_\_\_ David Darling  
Game Design \_\_\_\_\_ James Wilson  
Coding \_\_\_\_\_ Tim McCarthy  
Graphics \_\_\_\_\_ Nigel Brown  
Sound \_\_\_\_\_ Matt Gray  
Sleeve Artwork \_\_\_\_\_ Nigel Fletcher  
Illustration \_\_\_\_\_ Alan Hancocks

#### Made in England

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